Cosc 5/4730 Program #1
Due: Sept 10 by 5pm 20 points

Write the following application. This app will ensure you have the basics setup and understand how to write an android app, run it, and turn it in.

HelloWorldPlus:

The app must have an input field where the users enter their name. The users will click the button and the app will then display hello <name> (or whatever they entered in the text field). How you choose to display the hello <name> is up to you. The app will also log the username in both activity and fragment part of the code, see program requirements for details.

Program requirements:

1. A main activity, which implements "communication" with the fragment, which can be either an interface/callbacks or viewmodel
    a. It will receive the name from the fragment and using the Log.v (or i/e/d) print out the name.
    b. The main activity will also create and display the fragment.
        i. The fragment CAN NOT loaded from in the xml.
2. Fragment again using the same "communication" method as main activity.
    a. This is where the xml UI display will be written.
    b. The user name will display here and "sent to activity" to be logged via the log.v (or i/e/d)
3. Both the activity and fragment MUST use the log.v (or i/e/d) show that shows in the output window in studio as well.
    a. IE log the name in the fragment and in activity.
4. You must change the launcher icon.
5. While how you display hello <name> is up to you, the <name> must be from the input field that user entered and not a hard coded piece of data.

TURN IN and GRADING:

Hard copy:

1. A cover page with Name, program #1, cosc 4730 or 5730 depending on which class you enrolled in, a repo name (see github and below for you repo name).

Soft copy:

1. Use this link to create your repo https://classroom.github.com/a/44ILA9xH
2. Upload the project to your repo
3. Create/Edit the readme.md file, add the following:
    - Course number 4730 or 5730
    - Name
    - how to run the program (this is likely very simple for program 1),
    - Which phone/emulator to run on including special information like android version (ie 10) and screen size.
        - Or if you are using the borrowed phone: Pixel 4a.
4. Lastly ensure everything has uploaded to the github website and not just the local repo.

Code will be graded on correctness, comments, and coding style.